

Jorune

PLUS: Player Levels Utility System

Adapted from Release 5.2 - September 1996

ISHO FOR PLUS JORUNE

This game is released to the net to further enjoyment of the Jorune setting. No one is getting paid for this, and you try to sell it we will come to your house with shanthic knives to free you from the bonds of your corrupt Earthly form.

Jorune has been a niche game favorite for over a decade. The rich texture of the world, the cultures, the races and the secret knowledge moving behind the scenes make it unlike any other game.

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An Introduction To Isho

There is an energy that pervades all living things. It has been called many things by many races throughout the galaxy, but on Jorune it has taken the distinct form of Isho. Sho-sen, the breath of life, runs through all living things on Jorune, including the aliens who have come to call this world home. Isho exists in seven colors, each dominated by one of the seven moves, and moving with an ebb and flow like the tides of the sea.

Many of the intelligent residents have learned to weave isho into useful forms called dyshas. Dyshas come in three forms - bolts, orbs and "body" isho which is trickled to or from the weaver. Blending isho types can be both a source of power and danger.

Of the alien races, Muadra are the most proficient weavers, second only to the native race, the Shantha. Thriddle, Woffen and Crugar are also able to weave limited dyshas. Pure humans, Boccord and some other races have a very limited access, and the presence of Shal isho can drive a Ramian mad.

A chart is provided to show which race has access to which varieties of Isho.

The cost of weaving isho is not the same for all races, and it may be so expensive for some that isho remains an unattainable dream.

ISHO MODIFIERS

Isho is the ambient energy that surrounds Jorune. To build a pool of points to use for isho skills, including dyshas, roll the dice in your Isho Characteristic. The result is the total amount of isho you may expend in any given time period. When you cast a dysha or use an Isho Skill, you must deduct the amount of isho expended from your current total. At zero isho you may not use any of your isho skills.

The time period for Isho restoration is different for each race. At the end of each period, the player must re-roll Isho and Color points for the next period. A gamemaster bonus or penalty may be applied according to local isho weather or isho producing conditions.

For Color Points, roll 2d and add them to your Isho Characteristic. Apply your race's Isho Modifier. The result will give you the total number of points to be distributed into the various moons and colors

under Color. Color Points are distributed into the seven Moons, each of which is represented by a color. Your points in Moon Skills will determine which dyshas you can weave, and how large those dyshas can be.

COLOR POINT DISTRIBUTION

Color points are levels in each of the seven moons. Color points are obtained by two rolls of the dice in your Isho characteristic.

The first roll of the isho dice for color points will give you the number of points in your Lih-al, the primary color of isho you weave.

The second roll of the isho dice for color points will give you the number of points available in other Lih-als. This number will be multiplied by your racial Isho Modifier.

Certain occupations may offer additional die rolls in color points.

Color points are also multiplied by your character's racial Isho Modifier.

These extra points can be distributed in your primary or other colors, as you choose.

You may only distribute Color Points into those colors your race can manipulate.

ISHO SKILLS

Isho is the natural, ambient energy of Jorune. The isho skills will be restricted to the specific moons in which you distributed points. Signature skills, Tra sense and other special rolls may be performed by the GM instead of the player and the player will be told the result.

Caji Entropy - (muadra only) A dangerous ability to temporarily build up isho by rolling dice to add points to the primary lih-al. On a roll or re-roll of 5 or less, the character takes a 1 week loss of isho equal to a roll of the same number of dice as the player has allocated to Caji Entropy. On a toxic reroll (all 1s) the muadra has kernal and has no isho for a full day. Isho cost of 1 isho point for each die rolled. No color cost.

Estimate Isho - (muadra only) - A roll to judge the isho in a person, animal or the local area. Isho

cost of 1 point per die rolled. Toxic reroll keeps the character and leaves no isho or color for one full day.

Isho Sensitivity - Within the limitations of the racial isho spectrum, can detect concentrations of that isho nearby. 1 isho point per die rolls.

Signature - False - (muadra only) May project an isho signature other than one's own - can make an isho perceiving person see the weaver or target as a different specific type of isho-bearing creature, plant or object. 2 points of isho per die rolled.

Signature - Mask The ability to disguise the signature of the weaver or a target to be perceived as another type of creature to an isho seeing seeker. 2 points of isho for each die rolled.

Signature - Race - The ability to identify an unseen target and correctly identify the race to which that individual belongs. Exceptional rolls can reveal a specific individual within its race. 1 point of isho cost for each die rolled.

Sig.-Spectrum - (muadra only) A roll to see if the character can evaluate the isho contained within a person, item or creature. Cost of 1 isho point per die rolled.

Tra Sense - (Tra moon required) - A roll to see how much of the surroundings the character can detect through the ambient isho. Cost of 10 Tra color points and 1 point of Isho on each attempt.

Warp Stabilization -

ISHO AND ISHO POINTS

For game play, the Special Effect is Isho. The dice that you allocate into Isho will determine your number of points available to buy dysha skills, and will also determine your color points.

There are seven types of Isho and each group is called a Lih-al in the native tongue. You must determine the Lih-al of your character, within the limitations of his or her race.

COLOR AND COLOR POINTS

Color refers to the seven colors of Isho on Jorune. You will create a pool of points in each available color from which you will buy your right to cast a dysha. Color points are regenerated through a roll of your Isho dice.

Two rolls are performed. The first roll is the number of points available in your own Lih-al. The second roll is the number of color points available in the other Lih-als within your racial spectrum.

Why you "buy" a dysha you need to have the correct colors for the dysha, and need to know the cost in isho, which is not the same as the cost in color.

For example, if your character is a bronth with a primary Lih-al of Launtra and you allocated four dice into your Isho characteristic, you would roll 4 dice for Launtra points, and 4 dice for points in all the other ishos available to Bronth.

The roll of Isho for Launtra results in 5-3-6-6, for 23. The two 6s can be re-rolled, getting a result of 7-1. The one is Trash and discarded. The 7 is added to the previous total of 23, giving 30 Launtra points for the character.

The second roll for other Lih-al results in 1-2-2-8. The one is Trash and discarded, giving a total of 12, the 2s are re-roll as 7-7, 14 added to 12 is 26, and the 7s are re-rolled as 1-5. The 1 is trash and discarded, the 5 is added, giving you 31 points for all other available Lih-al.

Throwing Dyshas

When you are ready to learn dyshas, the final number of points in your isho pool are the number of dice available to distribute into dyshas, according to the limitations of your racial isho spectrum.

You may not use isho that is not shown in your racial spectrum.

Easy isho (Gobey and Desti) get 1 bonus die (1B) for each moon when thrown for a dysha.

Hard isho (Shal and Tra) get 1 penalty die (1P) for each moon when thrown in a dysha.

If you have both 1B and 1P, you may: a) throw both extra dice and remove the highest and lowest dice from the roll, or b) allow the bonus and penalty to cancel each other and not throw those dice in the roll.

When you "learn" a dysha by distributing points into that dysha and including it in your list of dyshas on your character sheet, you are creating the opportunity to throw that dysha during the game.

When you throw a normal dysha, you will need to do some extra "bookkeeping" - it is the cost of the use of isho.

Bookkeeping With Isho

When you throw a dysha, you must:

Deduct the cost of the Isho from your current Isho Points;

Deduct 2 color points from your Color Points for EACH of the dice showing in your learned dysha.

A SIMPLE EXAMPLE:

Obrom, a bronth healer, has 4 dice in the dysha "healer" and her woffen buddy just took 14 points of damage from a crossbow bolt from the shadows in the alley in front of them. When she rolls for healer she will deduct:

4 points from isho points
8 points from color points (two for each dice of your roll)

The roll for the healer dysha came to 6-5-3-5 (19) and the 5s are rerolled as 4-2 (total of 25 points of Healer. Every 6 points = 1 point of healing on the target's Body, so 4 points of healing. Medrow eyes flutter and he has a chance to live - if Obrom can get them away from another attack.

NOTE: when throwing healer, the effect is in whole units of 6 points. Anything other than a whole unit of 6 points is lost.

A Harder Example

Three maudra have been walking for weeks after their ship wrecked off the coast of Drail. They have seen nothing but jungle, beagre and a few big shadowy things at night. Ordin argues that they should join together to open a warp and get away from there. Wellid cautions safety - they have no idea where a warp from here would connect - they could wind up in the execution field of Thantis.

Kedl announces she will open Inner Eye to see where this warp cell connects. Kedl wants to throw Inner Eye - a mix of Tra and Du.

She only has 3 dice in "inner eye" and it includes Tra, which has a penalty for each "weave" of the two Tra-Du dice to throw the dysha.

She rolls 6 dice: 3 from skill and 3 penalty dice. (1 from the Tra Penalty for each point of Tra to be thrown)

The bookkeeping reads:
3 points from Isho
3 points from Tra
3 points from Du

The roll is 2-3-1-3-6-4. The penalty requires the three highest numbers to be removed, which costs your the re-roll on the double 3s, the 4 and the 6. The one is trash - her dysha fails. After a bit of wailing and yelling from the other two, she will try again.

Bundling Dyshas

You may 'bundle' the dysha - increase its strength by 'buying' bonus dice at 1 isho point per bonus die. This will give you the more valuable rolls for your dyshas, but will wear down your isho pool faster.

You may also add Luck dice to the roll, if you really want to succeed.

A Hard Example

Kennis, the muadra jer, is being chased by two angry borkelby tarro -something to do about a pup being taken to town to sell as a pet. The screaming tarro chase him until he comes to the brink of a 60 foot cliff. Sweat pouring down his face, and a yipping tarro pup in his backpack, and weaves the most "suspension orb" of his short life, to carry him safely down while protecting him from the rocks, sticks and fists the tarro are likely to hurl at him.

Kennis has 3 dice in Suspension Orb, which has a bonus die because of the Gobey it contains. He puts 2 luck dice into it - just to be sure.

The Gamemaster decides this is a really hard task, elevating the difficulty to succeed.

Kennis really wants to make it back to town with the pup, so we Bundles two extra levels (two dice).

So, his bookkeeping says he is going to roll 8 dice;

3 for his skill level
1 bonus from gobey
2 luck dice
2 bonus for bundling

The charge against his isho and color points becomes:

3 gobey from the dysha
3 ebba from the dysha
3 isho from the dysha
2 isho from the bundling
2 dice from his Luck pool

He rolls the dice and gets:

4-5-3-3-1-4-2-5

The 1 and 2 are removed because of the bonus dice.

With double 3s, 4s, and 5s he must make a choice on the extra die to remove - he chooses one of the threes.

The result gives him 4-4-5-5-3 (21)

He rerolls the 4s as 5-6 (+11 = 32).

Kennis is afraid to push it by rolling the double 5s - the player always has the option to not reroll and going toxic at this point would be a very bad thing. He feels the pressure around him as the suspension orb forms and lifts gently to a few inches above the ground.

Kennis' weave is enough to wrap himself in the orb and feel the impact as the first of the adult tarro slam into him and knock him and his prize animal over the cliff, where they float safely - much to the tarros' outrage. The momentum will carry him safely forward and down for the duration equal to the result of roll -32 seconds.

Even with the four arms, the tarro are hard pressed to find a fast way down the cliff and circle back to the spot where Kennis will land. It gives him enough of a lead for him to prove the meaning of the word 'jer' - a jungle runner.

With every expectation of living to see the gates of Meidrinth, he sprints north where he hopes to lose the tarro in the stench of a black swamp a mile ahead.

An Even Harder Example

Ched and Raggen, a muadra and woffen team who hired out to protect a small caravan traveling between Lusail and Gauss, know that a hoard of children who poured from an alley, stole some boxes from the caravan and are chasing the street arabs through the backstreets of Sal'amarine in north Gauss. Raggen has been able to follow their stink for several blocks when he loses it behind a candle makers, where the vats of hot fat and wax get in

the way. None of the little thieves are in sight but Ched is certain they passed this way.

They ask the plump woman dipping rods of tied wicks into the vats if she saw them. She says children run through here all the time - steal her candles, but what can she do, she's just a poor widow woman trying to feed her children with her candle business.

Ched and Raggen exchange looks and turn away. They take a seat on the lip of the well and while Raggen lowers the bucket, Ched quietly weaves "Rummage" - composed of Shal and Tra. Ched only has two dice in Rummage, but will spend two luck to improve his chances.

He will roll 8 dice:

2 for the dysha level
2 penalties for Tra
2 penalties for Launtra
2 Luck dice

The bookkeeping reads

2 from Luck
2 from isho
2 from Tra
2 from Launtra

The roll is:

5-3-2-2-1-1-4-6

The four penalties are 3-4-5-6, leaving 2-2-1-1 for a total of 4 (remember, 1s are trash) BUT there are two sets of doubles - which Ched quickly rerolls for 4-4 and 3-2 (+8 and +5 added to original roll of 4, for a total of 17), rerolling the 4s gives 3-5 (+8 = 25).

The Gamemaster rolls for the candlemaker, who only has two dice in Isho and rolls 4-6 (10). Ched's roll on Rummage is reduced by that passive defense, but still gives 15 points, which means with 3 points for each word, a total of 5 words picked from the woman's mind.

Ched hears the words muffled and distant, but can clearly hear 'thief -son - run - fear - Toman'. Raggen drinks noisily while Ched pulls his sword.

He turns to the woman and says grimly, "Tell me where I can find Toman and the goods he stole from us, or tonight he becomes an orphan."

The PLUS dysha system is designed to offer clear advantages or disadvantages to the various races in isho combat, the same mechanics for both sides. The difficult part of the system comes during character generation and during the game it is a question of choices, isho bookkeeping and simple

arithmetic for your die rolls.

Even an isho strong muadra can fail, a weak ability can still succeed.

Dyshas

There is room on your character sheet for 28 dyshas. There are available to beginning characters within the limitations of the character's racial isho spectrum. The art of weaving is a very improvable skills and new dyshas could be created by the player, if they are will to risk the penalties of failed or toxic rolls on the attem.

Even mid-level advanced characters may not reach this number, so you have plenty of room to improve your dyshic's isho abilities.

The 28 Dyshas of the Basic Lih-als

The Caji's List

Group	Tra	Shal	Launtra	Ebba	Du	Desti	Gobey
Ca-Gobey Easy	Shield Implode	Power Orb	Body Shield	Suspension Orb	Power Hold	Penetratiron Bolt	Shield
Ca-Desti Easy	Reflector	Frost Bolt	Stiff	Spinner	Sear	Lightning Blast	
Ca-Du Moderate	Inner Eye	Spectral Stun	Night Eyes	Power Orb	Orb of Light		
Cie-Ebba Moderate	Floater	Scramble	Shining	Levitate		You must learn the dyahs of your Lih-al first. Read down for Lih-al, across and up to the same Lih-al for the seven dyshas native to that moon / color group.	
Ca-Launtra Moderate	Inner Eye	Body Freeze	Healer				
Ca-Shal Hard	Rummage	Brain Blast					
Ca-Tra Hard	Deflector						

In the expansion we will have the
Copra's list (3 moon combinations)
and the Sho list - (4 moon combinations)